

### Overwhelming Stench

#### Obstacle.

**Revelation** - Attach to your location. Investigators at this location suffer -1*H*.

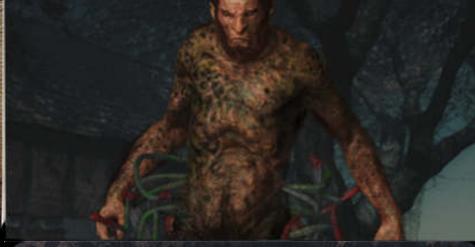
**Forced** - If you fail a *H* test while at this location, immediately move to an adjacent location.

*D*: After you successfully investigate here, if you passed the skill test by 3 or more, you may remove Overwhelming Stench from play.

### Whail of the Whippoorwills

#### Omen.

**Revelation** - Test *H* (3). If you fail, Discard 1 card at random from your hand and suffer 1 direct horror for each point you fail by.



### The Stars are Right

**Revelation** - Spawn a Screeching Byakhee at Sentinel Hill. Surge.

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### Trees Knocked Down

**Revelation** - Attach Trees Knocked Down to Sentinel Hill.

Investigators may move between Osborn's General Store and Sentinel Hill as though they were connected locations.

### Wilbur's Chantings

#### Omen.

**Forced** - Whenever Doom is placed on the Agenda, place 1 health token on Wilbur's Chantings. When the Dunwich Horror spawns for the first time, it gains a permanent health increase equal to the number of health tokens on Wilbur's Chantings.

"Ngai, n'ghaghaa, bugg-shoggog, y'hah; Yog-Sothoth"

#### Curse.

**Revelation** - If Wilbur Whately True Form is not in play, Surge, then discard this card. If Wilbur Whately True Form is in play, Randomly select a hand slot, then Test *H* (2). If you fail, you can no longer use that hand slot for the remainder of the game.